XBOX

MX SuperFly
FEATURING
RICKY CARMICHAEL

TETRIS WORLDS

EVERYONE
E
Mild Lyrics
ESRB

EVERYONE
E
CONTENT RATED BY
ESRB

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
– sitting farther from the television screen,
– using a smaller television screen,
– playing in a well-lit room, and
– not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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TETRIS WORLDS™

Using the Xbox
Video Game System

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the TETRIS WORLDS disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing TETRIS WORLDS.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

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Using the Xbox
Controller

Expansion slot A
Expansion slot B
Right trigger
Left trigger
White button
Black button
Left thumbstick
Y button
B button
X button
A button
Directional pad
Right thumbstick
BACK button
START button
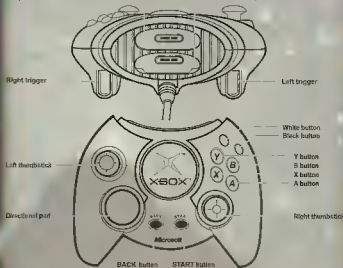
1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.

2. Insert any peripherals (for example, Xbox Memory Units) in controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play TETRIS WORLDS.

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BUTTON COMMAND	ACTION
Left thumbstick/Directional pad UP	Hard Drop
Left thumbstick/Directional pad DOWN	Soft Drop
Left thumbstick/Directional pad LEFT	Move Left
Left thumbstick/Directional pad RIGHT	Move Right
BACK button	Nothing
START button	Pause
White button	Toggle labels on/off
Black button	Nothing
Y button	Hard Drop
B button	Rotate Counter Clockwise
X button	Rotate Counter Clockwise
A button	Rotate Clockwise
Right thumbstick	Nothing
Left trigger	Hold Piece
Right trigger	Hold Piece

Tetris™ Worlds™ is a collection of 3 already popular and 3 brand new Tetris™ games. There are two ways in which to play these new games. The first way is Story Mode and games played here last a long time (until a player tops out or beats the game at its highest level). The other is called Arcade Mode. Games played here are quick and competitive. So, no matter how you like to play your Tetris, you will find it in Tetris Worlds.

Tetris Worlds gives you the tools to become a better player. Among the innovations included in all Tetris Worlds games are a powerful multiple rotation system, a six deep next piece queue, hard and soft drops, a Ghost Piece to show where a piece will drop, and an option to swap a falling piece with one stored in a "hold". These innovations are combined to make the Tetris variants in Tetris Worlds the best ever.

The Tetrions

There are many theories as to the origin of the Tetrions. The simple truth is that the Tetrions are the only evidence of a long since forgotten space-faring species. Tetrions are Gateways to planets orbiting distant stars. They can only be opened by an intelligent species because it works only for those who unlock the secrets of the falling Blocks. We have called the gate opening activity Tetris. And while it is the key to connecting us to distant worlds, Tetris has been found to be very addictive by all intelligent species.

The Minos

The Minos are a species found on the planet called Hadar 4. They are a robust mechanical species. It is possible that they were first built by organics, as is the case with most mechanics. Minos are intelligent and have just unlocked the secrets of the Tetrions. They now know that manipulating the Blocks in a certain way will turn a Tetrion into an interstellar transportation device. The Tetrions will soon turn out to be the key to the survival of the Minos.

The Mission

The mission is to evacuate the Minos on Hadar 4 to six other planets that have been identified as suitable for terraforming. Mino scientists have discovered that their star (Hadar) has become unstable and as a result the surface of Hadar 4 will reach 5000 Kelvin, which is well past the maximum operating temperature of the Minos. The best Mino Tetris players have been identified as the gate openers. Six Tetrinauts will be sent to the planets to open the Tetrion gates from the other side to facilitate the exodus.

When you launch Tetris Worlds you will be brought to the Main Menu.

Story Mode

This is the story mode of Tetris Worlds. There are six different worlds you can send your Mino "Tetrinaut" to. Once there, your Mino will attempt to play the Tetris variant of that world well enough to rescue more of its Mino buddies. The better you play, the more Minos become rescued. Once there, Minos will work together to transform their new home from a barren planet into a beautiful place.

Arcade Mode

This is the arcade mode of Tetris Worlds. Back on the home world, Hadar 4, budding Tetris players work hard to hone their play skills in T-Town (Tetris Town). There is an arcade where players can test their Tetris ranks by trying to reach clear Goals within a two-minute time limit. It is also possible for up to 4 players to compete on one XBOX video game system in exciting Tetris competitions.

Information

The Information Menu has a museum put together by an organic species that actually think they invented Tetris. You can find out their version of the history of Tetris. They also have all kinds of theories on how the Tetris variants work. Personally, we Minos think that they take themselves much too seriously.

Soundtracks

You can copy tracks from audio CDs using the Xbox video game system. Then you can arrange these tracks into soundtracks and play them from the Xbox video game system without inserting the original CD audio disc. You can play your soundtracks while playing Xbox games.

To copy tracks:
1. Play an audio CD.
2. Select Back from the music player.
3. Select Copy to display tracks.
4. Select the tracks you want to copy. You can select one track, multiple tracks, or all tracks.
5. Select Copy to begin copying the tracks.
6. Select an existing soundtrack, or create a new soundtrack to store the copied tracks. If you create a new soundtrack, enter a name using the virtual keyboard.

To play soundtracks:
1. Turn on the Xbox console with no disc in the disc tray.
2. Select Music, and then select a soundtrack rather than Audio CD.
3. Select Play to begin playing.

To change your soundtrack in Tetris Worlds:
1. Go to the Options Menu.
2. Select Sound.
3. Select Songs.
4. Scroll through the soundtracks and select your preference.

Aside from showing the Tetron (the game board where the Tetriminos move) the game screen also displays important information about the current game.

Tetrimino ....One of 7 shapes created by combining 4 Blocks.

Level ....The current Level that the player is playing at.

Lines ....The number of points required to complete the Level.

Time ....The time that has elapsed during the Level.

Rank......................The skill level a player has achieved for each variant of Tetris.

Ghost Piece...........An active representation of the position that the dropping piece in the Matrix will occupy when it locks down.

Next Piece ....The Next Piece that will be introduced to the Matrix. This will aid in planning your strategy.

Hold Piece. ....A Tetrimino that has been placed in the "Hold" for later use.

Mino ... ...A character that represents you in Tetris Worlds.

TETRIMINO
HOLD PIECE
LINES
TIME
MINO
NEXT PIECE
GHOST PIECE
LEVEL
RANK

Matrix.................The game board or grid where all the pieces move around.

Tetrion.................The device that contains the Matrix.

Tetriminos.................The seven shapes formed by the joining of four Blocks.

Block.................A quarter of a Tetrimino, it takes four Blocks to create a Tetrimino.

Hard Drop.................The Tetrimino drops immediately and locks down. No further movement is possible and the next Tetrimino in the queue is dropped.

Soft Drop.................The Tetrimino drops faster than normal.

Tetris.................Accomplishing 4 line clears at once.

Garbage.................Any Blocks in the Matrix at the beginning of a game. Garbage can be added to the bottom of the Matrix of a multi-player game in Knock-Out Mode.

Multiminos.................Tetriminos that contain Blocks of more than one color.

Polyminos.................Shapes formed by the joining together of Sticky Blocks.

Sticky Blocks.................Blocks that stick together when next to the same color.

Critical Mass.................An event when a Polymino containing 25 or more Blocks is cleared from the Matrix.

Lock Down.................The moment when the Tetrimino can no longer be moved.

Gravity.................The condition when Blocks can fall after line clears.

Cascade.................Subsequent line clears caused by Gravity.

Line Clear.................When 10 Blocks are aligned in a horizontal row and are cleared from the Matrix.

T-Spin.................The action of Rotating the "T" Tetrimino into a tight space.

Hot-Line.................A specially marked row of cells in the Matrix.

Fusion.................When one or more Atom Blocks connect to and become Fusion Blocks.

Pure Square.................A 4 x 4 square formed by joining four identical Tetriminos.

Combo Square.................A 4 x 4 square formed by joining different shaped Tetriminos.

Avalanche.................The event when Tetriminos separate into Blocks and collapse.

Hold Piece.................A Tetrimino that has been set aside for later use.

Top Out.................When there is no more room in the Matrix for Tetriminos.

GAME MODES

Choose either STORY MODE or ARCADE MODE from the Main Menu to begin a new game.
- **Story Mode** — Play until you lose. You lose when the Tetriminos reach the top!
- **Arcade Mode** — Play 2-minute and multi-player games.
- **Information** — Read about Tetris rules and historical facts about this game.

SELECT GAME MENU
Now select your Mino and your World (Tetris Game) to begin play. See TETRIS GAMES on pages 13-19 for descriptions of each game available in Tetris Worlds.

MINO CUSTOMIZATION
In Tetris Worlds, you will be able to customize your Mino's name, eyes, skin and accessories.

TETRIS GAMES

TETRIS

The objective of Tetris is to manipulate falling Tetriminos forming horizontal rows of Blocks. A point is earned for each line cleared. Bonus points are earned for simultaneous line clears. Points earned are subtracted from your Goal. When your Goal reaches 0, the game Levels up and becomes faster.

The line clear bonuses are:

Double	+1
Triple	+2
Tetris	+4
Back-to-Back Tetris	+8
T-Spin +1; clearing 1 line +3; clearing 2 lines	+7

There are 15 Levels in Tetris. The player's Goal is to earn 5 times the Level in points.
Example:

Level 1	5 points
Level 2	10 points
Level 3	15 points
Level 15 ↓	75 points

SQUARE TETRIS

The objective of Square Tetris is to combine Tetriminos into squares in addition to playing Tetris. Lines cleared that contain a piece of the 4X4 square earn big bonuses. Also, a T-spin coupled with a line clear will cause Blocks in the Matrix to Avalanche. After an Avalanche occurs, lines cleared that were part of squares will no longer receive the square bonus.

The line clear bonuses are:

Double	+1
Triple	+2
Tetris	+4
T-Spin +1: clearing 1 line +3; clearing 2 lines	+7
Pure Square	+40
Combo Square	+20

There are 15 Levels in Square Tetris. The player's Goal is to clear 10 times the Level in points.
Example:

Level 1	10 points
Level 2	20 points
Level 3	30 points
Level 15 ↓	150 points

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CASCADE TETRIS

The objective of Cascade Tetris is to clear lines that cause Cascades while playing Tetris. A Cascade happens when Blocks falling due to a line clear cause another line to clear. The more Cascades a player can cause with one Tetrimino, the bigger the bonus will be.

Lines Cleared + Bonus Points (Lines cleared −1) + (Cascades x2) = Total

The following example shows what the score will be when a player performs a Tetris, and that causes a 6 cascade:

Lines Cleared	Bonus Points	Cascade Bonus	Total
4	4	0	8
1	0	2	3
1	0	4	5
1	0	6	7
1	0	8	9
1	0	10	11
1	0	12	13
		FINAL TOTAL =	56

There are 15 Levels in Cascade Tetris. The Player's Goal is to clear 5 times the Level in points.
Example:

|	
Level 1	5 points
Level 2	10 points
Level 3	15 points
Level 15 ↓	75 points

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STICKY TETRIS

The objective of Sticky Tetris is to clear the bottom line of Garbage Blocks. Gravity is turned on, as in Cascade Tetris, so Cascades happen. Blocks of the same color stick together. When 25 Blocks of the same color connect, they form a Critical Mass and are cleared from the Matrix.

There are 15 Levels in Sticky Tetris. For each Level, there will be that many rows of Garbage in the Matrix plus the bottom row of Garbage that is the Goal.

HOT-LINE TETRIS

The objective of Hot-Line Tetris is to clear lines of Blocks on the Hot-Lines. There are six Hot-Lines in the Hot-Line Matrix. The higher up the Matrix, the more points are awarded for the line clear. If you clear a line that is not on a Hot-Line, you will not receive anything towards the Goal.
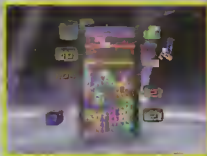
Points earned for clearing Hot-Lines are:

Color	Points
Green	1 point
Yellow	2 points
Orange	3 points
Red	4 points
Purple	5 points
Blue	6 points

There are 15 Levels in Hot-Line Tetris. The player's Goal is to earn 5 times the Level number in points.

Level	Points
Level 1	5 points
Level 2	10 points
Level 3	15 points
Level 15	75 points

FUSION TETRIS

The objective of Fusion Tetris is to connect falling "Atom" Blocks to the "Fusion" Block at the bottom of the Matrix. Clearing a line containing an "Atom" or "Fusion" will cause a Cascade. Neither Atom or Fusion Blocks are cleared in a line clear.

There are 15 Levels in Fusion Tetris. For each Level, there will be that many lines of Garbage plus one, in the Matrix. The player's Goal is to connect 2 times the Level of Atom Blocks to the Fusion Block.

Example:
Level 1 _____ Connect 2 Atom Blocks to the Fusion Block
Level 2 _____ Connect 4 Atom Blocks to the Fusion Block
Level 3 _____ Connect 6 Atom Blocks to the Fusion Block
Level 15 ↓ Connect 30 Atom Blocks to the Fusion Block

LEARNING TETRIS

Learning Tetris is recommended for people who have never played Tetris before. A player who has played through the Levels of Learning Tetris has become a Tetris Player and is ready to play the many other Tetris variants included in Tetris Worlds.

In Learning Tetris a player learns to handle the seven Tetriminos one by one. Once a player has learned how to use a Tetrimino to build lines, the Level goes up and a new Tetrimino is introduced. The game speed is very reasonable to give the novice player plenty of reaction time.

A Tetrimino is made of four Blocks. There are seven different Tetriminos. Tetris is a game in which a player manipulates falling Tetriminos to build horizontal lines of Blocks. After a line of 10 Blocks is built, it disappears. A better player builds lines more efficiently. After a certain number of lines have been built, the game's Level of difficulty goes up.

It is better to form more than one line at a time. One line is called a Single. Two lines are a Double. Three lines are a Triple. Four lines built all at once is called a Tetris. Two Tetrises built one right after the other earn the player a Back-to-Back bonus.

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NOTES

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THQ Inc.
Customer Service Department
27001 Agoure Road, Suite 270
Calabasas Hills, CA 91301

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